presented on the display 28 identifying a card type read from the card reader 26. The foregoing system which is capable of reading the electronic trading cards and writing to the cards from the server 32 provides an interactive game capability for the holders of the electronic trading cards 11.

Page 7, paragraph 2 should read

The protocol for data transfer between the smart card based electronic trading card 11 and a remote server 32 containing a computer game program will conform to IEEE standards. The IEEE standard control can retrieve information from the smart card, and upload the data upon request of the computer game running on server 32. Further, using the IEEE standards, updated statistics for a player may be transferred from the server 32 to the electronic trading card non-volatile RAM 23.

Page 9, paragraph 1 should read

the internal storage of a computer serving as the user's home computer computing system. Alternatively, the base software can be delivered to the user through the Internet from a web site maintained by the trading card issuer. The base software contains computer games and drivers that allow the local computer to recognize and communicate with the smart card reader/writer 26, and allows the local computer system 25 and remote computer server 32 to read and write information to the smart card. The smart card reader/writer 26 is connected to the computer port 27 in step 41, and the user runs the base software programs in step 42. Execution of the base software results in the trading card information being displayed on the computer monitor 28 and includes computer games and the option to connect to a remote computer on which a computer game is executed.

Page 9, paragraph 2 should read

The user is presented with a decision in steps 44, 45 as to whether or not a game is to be played on a user's computing system, or whether it is to be played on a remote computer such as server 32.

Page 10, paragraph 1 should read

Even if the card is determined to be valid, the base software reads the general card ID to identify which game is associated with the card in step 54. The game stored on the internal storage medium selected from the "play games" option of step 50, then runs by combining the stored algorithm code read from the smart card with the computer code retained within the game software. Once the combination is validated by the game software, access to the game is given to the user.

Page 10, paragraph 2, should read

Figure 5 represents a similar scenario wherein a user chooses to play a game on-line by contacting a web site on server 32 to gain the game software in step 60. The base software resident on the local computer's internal storage includes the software necessary to connect to the remote computer in step 61, once the appropriate icon has been selected to go on-line. The local base software contains a web browser program and instructions to run a computer modem. Once a connection is made to the remote server 32, software running on server 32 loads a game program for play. The remote server links to a user's computer and reads the smart card when inserted in the smart card reader/writer 26 in step 63. As in the stand-alone version of the game, the remote software first checks to see that a valid card has been read by checking the unique card code and general ID to ensure that they match the unique card code and general card ID stored in the remote database seen in box 64. Further, in step 66 the security algorithms are read from the smart card 26 by the remote server 32 to validate that the user is in possession of a valid trading card, and the game is permitted to run. The security algorithm derived from the